I CLAIM:

1.   A method of generating outputs in response to real world stimulation comprising:

      capturing concurrent inputs that are responsive to training stimulation;

      storing a model representing a synthesis of the captured inputs; and

      using the stored model to generate outputs in response to real-world stimulation.

2.   The method according to claim 1, further comprising:

      using a forced choice interaction to generate one or more additional inputs;

capturing the additional inputs; and

      incorporating the additional inputs into the model.

3.   The method according to claim 1, wherein the model comprises a worldline of linked object diagram exemplars in an N-dimensional space.

4.   The method according to claim 1, wherein

      the real world stimulation comprises concurrent inputs that are compared to the stored model, and

      the outputs are based on the results of the comparison.

5.   A computer readable medium for storing computer-executable instructions for performing the method of claim 1.

6.   A hardware processing engine configured to perform the method of claim 1.

7.   An application specific integrated circuit configured to perform the method of claim 1.

8.   A net list integrated into other integrated circuits to perform the method of claim 1.

9.   A method of generating outputs in response to control command stimulation comprising:

3   capturing concurrent inputs that are responsive to training stimulation;

4   storing a model representing a synthesis of the captured inputs; and

5   using the stored model to generate outputs in response to control command

6   stimulation.

1   10.   The method according to claim 9, further comprising:

2   using forced choice interaction to generate one or more additional inputs;

3   capturing the additional inputs; and

4   incorporating the additional inputs into the model.

1   11.   The method according to claim 9, wherein the model comprises a

2   worldline of linked object diagram exemplars in an N-dimensional space.

1   12.   The method according to claim 9, wherein

2   the real world stimulation comprises concurrent inputs that are compared to the

3   stored model, and

4   the outputs are based on the results of the comparison.

1   13.   A computer readable medium for storing computer-executable instructions

2   for performing the method of claim 9.

1   14.   A hardware processing engine configured to perform the method of claim

2   9.

1   15.   An application specific integrated circuit configured to perform the

2   method of claim 9.

1   16.   A net list integrated into other integrated circuits to perform the method of

2   claim 9.

1   17.   A system for generating an outputs in response to real world stimulation

2   comprising:

3   input capture circuitry that captures concurrent system inputs that are responsive

4   to training stimulation;

5   a memory that stores a model representing a synthesis of the captured inputs; and

6   an output generator that uses the stored model to generate outputs in response to

7 real world stimulation.

1   18.   The system according to claim 17, wherein the input capture circuitry

2 further captures one or more additional inputs generated from a forced choice interaction

3 and the additional inputs are incorporated into the model.

1   19.   The method according to claim 17, wherein the model comprises a

2 worldline of linked object diagram exemplars in an N-dimensional space.

1   20.   The system according to claim 17, wherein the real world stimulation

2 comprises concurrent inputs that are compared to the stored model, and the outputs are

3 based on the results of the comparison.

1   21.   The system according to claim 17, wherein at least part of said system is

2 implemented in a computer software program.

1   22.   The system according to claim 17, wherein at least part of said system is

2 implemented as a hardware processing engine.

1   23.   The system according to claim 17, wherein at least part of said system is

2 implemented as an application specific integrated circuit.

1   24.   The system according to claim 17, wherein at least part of said system is

2 implemented as a net list integrated into other integrated circuits.

1   25.   A system for generating an output in response to control command

2 stimulation comprising:

3   input capture circuitry that captures concurrent system inputs that are responsive

4 to training stimulation;

5   a memory that stores a model representing a synthesis of the captured inputs; and

6   an output generator that uses the stored model to generate outputs in response to

7 control command stimulation.

1   26.   The system according to claim 25, wherein the input capture circuitry

2   further captures one or more additional inputs generated from a forced choice interaction

3   and the additional inputs are incorporated into the model.

1   27.   The method according to claim 25, wherein the model comprises a

2   worldline of linked object diagram exemplars in an N-dimensional space.

1   28.   The system according to claim 25, wherein the real world stimulation

2   comprises concurrent inputs that are compared to the stored model, and the outputs are

3   based on the results of the comparison.

1   29.   The system according to claim 25, wherein at least part of said system is

2   implemented in a computer software program.

1   30.   The system according to claim 25, wherein at least part of said system is

2   implemented as a hardware processing engine.

1   31.   The system according to claim 25, wherein at least part of said system is

2   implemented as an application specific integrated circuit.

1   32.   The system according to claim 25, wherein at least part of said system is

2   implemented as a net list integrated into other integrated circuits.